

## 4. Interpret feedback:

A. If your answer is correct—If you choose the correct animals, they will appear in the window instead of the question mark. Then, all the animals will disappear and you will see a new set of hotel rooms and animals.

B. If your answer is incorrect—If you choose the wrong animal, you will get another try. After two (2) incorrect tries, the program will show you where the correct animal is staying and you will then start again with a new set of animals.

5. **Scoring:** You may play at the same level as long as you wish. To quit and see your score, press [ESC] if you are using an Apple or [F7] if you are using a Commodore. The score will display the number of problems you tried and the number you missed. Then, press the [SPACE BAR] to go back to the main menu to choose a new level or to quit the program altogether.

6. **Quitting the program:** To quit at any time press:

**Apple:** [ESC].

**Commodore:** [F7].

After pressing the [SPACE BAR] you will return to the main menu where you may either choose a new level of play or quit the program completely.

## How to Learn from It

*Animal Hotel™* is designed to help learners develop memory and thinking skills using:

- Visual association
- Specific recall
- Whole/part association
- Visual discrimination

These pre-reading skills are essential to preparing learners not only for success when they begin reading instruction but also for success in all school subjects.

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Commodore Product No. P-C07130A

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How to load it.  
How to use it.  
How to learn  
from it.





## All About It

As either Manager or Assistant Manager of the Animal Hotel, learners from preschool to grade 3 will have the job of devising a strategy to remember where each animal guest is staying. They will only have time for a quick look before each guest closes the shutters to his or her room for the night. Learners can increase the challenge by trying one of two levels of difficulty or by varying the amount of time they have to study where each animal is staying. In either case, early learners can begin developing memory and thinking skills that will carry over into success in reading and other school subjects.

## Your Goal

Devise a strategy to remember where each animal guest is staying.

## How to Load It

### Instructions for loading the Apple II, II+, IIe, and IIfx

#### For the Apple II and II+ :

1. Insert the diskette into the disk drive making sure that the label is facing up and towards you.
2. Switch on the computer and the monitor.
3. The program will load automatically.
4. If the computer is already on, press **[RESET]** to restart the program or type **PR#6** and press **[RETURN]**.

#### For the Apple IIe and IIfx:

1. Insert the diskette into the disk drive making sure that the label is facing up and towards you.
2. Switch on the computer and the monitor.

3. The program will load automatically.
4. If the computer is already on, press the **[OPEN APPLE]**, **[CONTROL]** and **[RESET]** keys simultaneously.

The program will take several minutes to load. After it does, simply follow the directions on the screen to run the rest of the program.

**On the Apple IIe and IIfx, make sure **[CAPS/LOCK]** is depressed before you run the programs.**

### Instructions for loading the Commodore 64 and 128

#### For the Commodore 64:

1. Insert the diskette into the disk drive making sure that the label is facing up and towards you.
2. Switch on the computer, the disk drive and the monitor.
3. The screen will display the word READY.
4. Type the following: **LOAD "LTT", 8, 1**
5. Press **[RETURN]**. The program will take several minutes to load. After it does, simply follow the directions on the screen to run the rest of the program.

**For the Commodore 128:** If you are using a Commodore 128, you can use it just as if it were a Commodore 64. You may enter the C64 mode in one of two ways:

1. **With the power OFF**, hold down the **[COMMODORE]** key and press the ON/OFF switch. The familiar blue C64 screen display will appear with the words READY. From there, simply load the program as you would on the C64.

2. **When the computer is running in the C128 mode**, type the BASIC command and **GO 64** and press **[RETURN]**. The computer will then respond with the words: **ARE YOU SURE?** Press **[Y]** and **[RETURN]** simultaneously and you will automatically enter the C64 mode. Now load the program as you would with a Commodore 64.

## How to Use It

### 1. Select options:

**A. Sound** – When the screen reads, **DO YOU WANT SOUND?**, do either of the following:

- Press **[Y]** to hear all sound effects.
- Press **[N]** to turn off all sound effects.

**B. Directions** – When the screen reads, **DO YOU WANT DIRECTIONS?**, do either of the following:

- Press **[Y]** to see directions.
- Press **[N]** to not see directions.

**C. Level of difficulty** – The level of difficulty for *Animal Hotel*™ is based on two options: the number of animals you want to remember on each try and the amount of time you allow yourself to study where the animals are staying.

1. **NUMBER OF ANIMALS:** Choose from one of two (2) levels:

- a. Assistant Manager – Press **[1]** to see three (3) animals at a time.
- b. Manager – Press **[2]** to see six (6) animals at a time.

2. **TIME:** Whether you choose three (3) animals or six (6), you will be able to increase the challenge by choosing the number of seconds you have to study where each animal is staying. When you see the hotel rooms on the screen with their shutters closed, press a number key from 1-5 to view the animals for 1,2,3,4, or 5 seconds.

2. **Watch carefully:** To begin the program, you will see either three (3) or six (6) hotels on the screen with their shutters closed. To open them, press a number key from 1-5. You will then have a corresponding number of seconds to study where each animal is before the shutters close again.
3. **Who is where?** Pictures of all the animals who are staying at the hotel will appear on the left side of the screen with a number next to each (see figure 1). The shutters on one of the hotel rooms will open and a question mark will appear. Press the number key of the animal that was staying in the hotel room where the question mark is displayed.

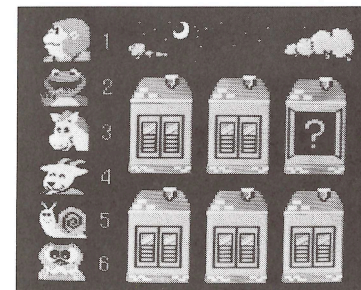


Figure 1